Inside

ATARI®

ATARI® NEWS AND RUMOURS

by Rowland Grant

*H*asbro Interactive, the company that bought all the assets of Atari Corp, has released all rights that they may have to the Atari Jaguar. Encouraged by this, James Garvin, owner of OMC Games, stated that OMC will release two role playing games on CD ROM for the Jaguar. These are "The Assassin" and "Age of Darkness". The Assassin will also be released on 5.25 inch floppy disks for Atari 8-bit computers. Other platforms are being considered.

Carl Forhan of Songbird Productions is supporting the Jaguar game console in a different manner. When Atari dropped the Jaguar, it had a number of games that were almost finished or due for release. Carl has gathered up the rights to some of these games. Carl is intending to release the game Protector late this year. He has also obtained three new games: Skyhammer (by Rebellion), Soccer Kid (by Krisalis Software) and Hyper Force (by Visual Impact). Carl organized the Jagfest, held in Rochester Minnisota this year. About 45 Jaguar enthusiasts bought tickets, but there were others running the show. Carl's game Protector was demonstrated along with BattleSphere. They couldn't get a demo of The Assassin to run. There are rumours that release of The Assassin will be delayed.

While game developers no longer need Hasbro's permission to encrypt Jaguar games, that doesn't mean that they can. It would seem that Atari did not develop the encryption code for the Jaguar. Rather, it licensed the code from a company called "RSA". This company does not seem to be interested in giving permission or releasing code. For the small hobby developers left in the Atari Jaguar world, this could be too much.

CREDITS

XIO3 is a publication of the Garden City Atari Computer Enthusiasts, 1003 Amphion Street, Victoria, B.C. Canada V8S 4G2

COPYRIGHTS

All articles in this newsletter may be reprinted, except when copyrighted. All reprinted articles must give proper credit to the author and the source publication. G.C.A.C.E. has no affiliation with Atari Corporation and is a registered non-profit society.

MEMBERSHIP

Membership dues are $25 per family per year. Membership includes a subscription to this newsletter, access to over 5000 8-bit public domain disks and 210 ST disks in our library and literally thousands of 8-bit and ST PD files on various CDs.

MEETINGS

Meetings will be held in the Nellie McClung branch of the Library at 3950 Cedar Hill Road (corner of McKenzie) on the fourth Thursday of each month. All meetings are at 7 pm. There is no meeting in the month of December.

EDITORIAL

John and Mary were having dinner in a very fine restaurant. Their waitress, taking another order at a table a few paces away, noticed that John was ever so slowly, silently sliding down his chair and under the table, while Mary acted quite unconcerned.

Their waitress watched as John slid all the way down his chair and out of sight under the table. Still, Mary appeared calm and unruffled, apparently unaware that dear John had disappeared under the table.

After the waitress finished taking the order, she came over to the table and said to the woman, "Pardon me, ma'am, but I think your husband just slid under the table."

The woman calmly looked up at her and replied firmly, "Oh, no. In point of fact, he just walked in the front door."

FOR HELP CALL:

Club Information:		
	Gord Hooper	475-0857
	Rowland Grant	598-3661
8-Bit Applications:		
Bellcom disks	John Picken	598-2386
DOS & Operating System	John Picken	598-2386
Games	Ted Skrecky	598-6173
Programming	John Picken	598-2386
Word Processing	John Picken	598-2386
16/32 Bit Applications:		
Desktop Publishing	Gord Hooper	475-0857
Games	Ted Skrecky	598-6173
Telecommunication	Ted Skrecky	598-6173
TOS & Operating System	John Towler	382-5083
Word Processing	Gord Hooper	475-0857
Hardware:		
Repairs and Sales	Gord Hooper	475-0857
Modem & printer setup	John Picken	598-2386
Other Computers:		
Apple Macintosh	John Towler	382-5083
Commodore Amiga	Ted Skrecky	598-6173
IBM's and clones	Rowland Grant	598-3661
	Ted Skrecky	598-6173\
	John Picken	598-2386

PEEKing Around

by Gordon F. Hooper

...Welcome back to MICHAEL HARRISON, who was a member years ago. Now that Mike and DAN FERGUSON, who joined last month and was also an 8-bit user have rejoined, I think I'll send notices to all previous members. I'll stoop to any depths to get members. Mike came to our June General Meeting to demonstrate ACTS, which is his Internet Service Provider (ISP). When Mike was in the club before, he was using his Atari 8-bit, but now he has 7 Apples ranging from a 1986 model up to a G3 he bought this year. He also has 14 PCs which people have donated to schools, which he is refurbishing so they can be used. At least the computers he uses are Macs. Mike also offered to donate to the club a section of his harddrive which we can use as a BBS. You do not have to sign up with ACTS to use this, but if any of you are thinking of full Internet service, give Mike a call at 480-1097... ARNOLD NAPP is back from his summer visit to Estonia. He tells me he got an income tax refund back there and he is going to buy a new computer. He still hasn't decided between a Mac or a PC, but I was happy to give him my thoughts, which are pretty well known as being buy any computer you like, as long as it isn't an IBM or clone. Speaking of which, I finally have a working modem on my IBM. I don't trust JOHN PICKEN working on my computer sober, so it took 4 and a half cases of beer, but he thinks it is properly setup at last. He downloaded all the details from the IBM web site. The computer was brought from the Brick, and it was a floor demonstration model, so it was probably setup by a salesman, with who knows what expertise. John feels everything is correct this time around. Time will tell... TED SKRECKY has eagerly been attending classes to learn more about the insurance business and recently passed an exam for it. Now he is badgering his boss about finding more courses for him to take because he enjoys the extra work so much... As noted in another article, The Cyber-Lord is a sicko. Phone GORD at 475-0857 if you know of other GCACE members who are psycho... On to the humour...

A secretary walked into her boss's office and said, "I'm afraid I've got some bad news for you." "Why do you always have to give me bad news?" he complained. "Tell me some good news for once." "Alright, here's some good news," said the secretary. "You're not sterile."

A sister and brother are talking to each other when the little boy gets up and walks over to his Grandpa and says, "Grandpa, please make a frog noise." The Grandpa says, "No." The little boy goes on, "Please .. please make a frog noise." Grandpa says, "No, now go play." The little boy then says to his sister, "Go tell Grandpa to make a frog noise." So the little girl goes to her Grandpa and says, "Please make a frog noise." Grandpa says, "I just told your brother no and I'm telling you no."
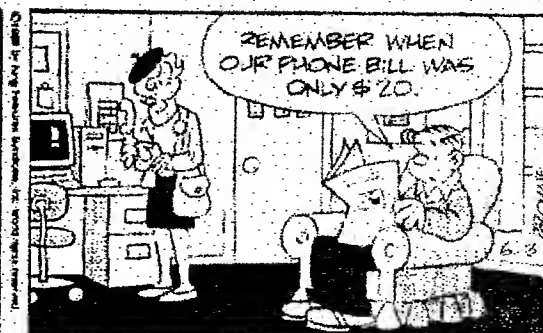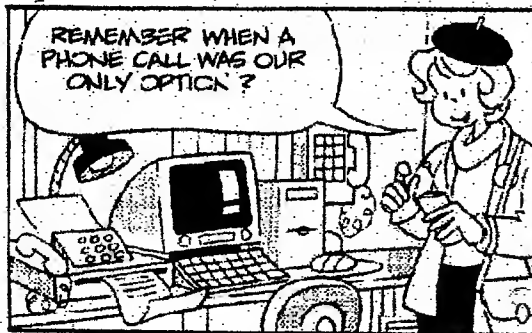
The little girl says, "Please .. please Grandpa make a frog noise."

Grandpa says, "Why do you want me to make a frog noise?"

The little girl replied, "Because mommy said when you croak we can go to Disneyland!"
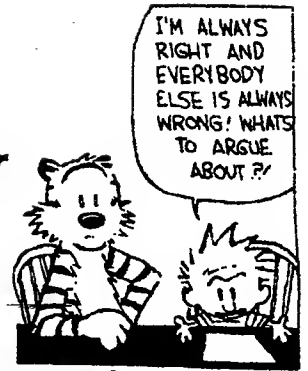
HI & LOIS

While Hasbro has no interest in the Jaguar, it is very interested in Atari. The name still has market recognition. So Hasbro Interactive has set up an Atari division that will produce and market games under the Atari logo. Their first offer is Atari Arcade Hits volume 1. This is a CD containing authentic versions of the popular Atari arcade classics: Asteroids, Centipede, Missile Command, Tempest, Super Breakout and Pong. There are rumours that Star Raiders and other popular Atari computer games will be released later. Also, Hasbro seems to be working on 3D revivals of these classic games. I presume that Hasbro will release these Atari CD's for the PC, and Playstation platforms.

Support for TOS platforms continues. Core Design has announced DesTTiny. This is an interface that enables an Atari TT to use the Falcon expansion cards Core is making. Core's Eclipse board for the Falcon is now in production. This is a PCI card adaptor. It comes with a 4MB ATI RageII graphic card installed (like the latest Macs). A software driver is also supplied. The price is $320 US. Core has also developed the Tempest accelerator for the Falcon It is designed to use a 266 Mhz PowerPC chip. This will run ST software in 68020 emulation. Effectively, the board is equivalent to a TOS computer using a 50-66Mhz 68060. Prototypes exist but the Tempest is not yet in production. The Eclipse PCI card adaptor makes possible Universal Serial Bus ports and other neat things from the Mac and PC world.

In a recent interview it was revealed that the Milan TOS computer has been in production since August 1998. About 50 Milan computers are produced per month, all of which are being sold locally in Germany. These computers are in great demand. Until recently the Milan company didn't have any Milan computers for their own use. A special version of the MagiC operating system has been developed for the Milan. The normal hardware dependent subroutines were left out of this MagiC version, which has contributed to its stability on the new platform. Future models of the Milan are planned. These will have SDRAM, USB ports, a 68060 processor, DVD-ROM support and a range of new software. Arrangements are being made to have the new Milan made by Motorola and AXRO in Germany. The new

The Milan may be sold by several hundred Motorola outlets...

Milan may be sold through several hundred outlets available to Motorola throughout the world. Milan is trying to get permission from Hasbro to allow the use of the name "Atari Milan". This new enterprise will depend on obtaining the Atari name which is needed for market recognition.

The Computer Dungeon finally closed on June 1st. When Al Horton moved to Florida he tried to continue the Dungeon by selling over the Web. However, there was very little interest. So Al offered his stock of mostly used Atari software at greatly reduced prices. There were only 9 sales made on 33 titles over two months. Then Al offered the remaining stock to any interested user group for the cost of shipping. There were no takers. Thus over 700 ST and Falcon software titles and some hardware went to the crusher and landfill. I suspect that most user groups didn't know about Al's offer until it was too late.

The Nordic Atari Show was held in Gothenburg Sweden this year. Gothenburg is the home of Volvo, Hasselblad and the Swedish Atari Club. According to all reports the wet weather did not dampen the enthusiasm of the participants. This year's theme was networking Atari's, and there were a number of impressive demonstrations. Among the many seminars was one on MiNT98, the alternate Atari operating system (held in English).

Benjy Collins operates a web page in English that promotes the MagiC TOS replacement and other ASH software products. Benjy and Jan Daldrup have organized a contest to create the best possible conversion of a classic game the will run on a ST under MagiC. The games submitted will be judged in December of this year. There will be three cash prises as well as some software. A month ago there were seven entries with diverse titles. To date there have been many generous donations of software, more than enough to reward all entries.

Most of the commercial software produced for TOS computers comes from Germany. The market for this software outside Germany is relatively small. So little effort is made by the publishers to make versions in other languages. In some cases volunteers have translated the software manuals into English. However the software itself requires other treatment. Many ST software titles use resource files (RSC) to store the text in dropdown menus, dialogue boxes and such. Deryck Crocker and Dennis Vermier have recently released English translations of the RSC files for each of Teli 1.10,

Emailer 2.0, CAB 2.7e, Magic Login, IConnect 1,7 and FiFFi 1.10. They are now working on the RSC file for Jinee 2.01 desktop replacement. To make this easier, Armin Diedering has released his Resource Text Replacer version 1.1 as shareware (20dm). Not all software works well with MagiC. Making software compatible requires information about the inner workings of MagiC. There are programming documents, but they're in German naturally. However, these documents are available now in English as well, thanks to Pete West, Guy Harrison and others.

And there are still lots of individuals working on software for TOS computers. The all-in-one Internet solution Draconis has been upgraded to version 1.6. It supports JavaScript, which is useful for creating web pages. Draconis has been criticised for being non-standard. Joe, the HTML editor has been released by Pierre Tonthat. This is version 1.45 and is available in English, German and French. The Czech company Atack has released aMail. This is a GEM mail client for receiving, writing and sending mails via Internet. aMail is fully mouse controlled. It works under any TOS including Magic. It works with MiNTNET, ST-inG or STiK. aMail has UNIX compatible mailboxes, supports UUENCODE, the MIME standard and more. aMail needs a text editor that supports OLGA protocol, such as QED or Everest.

Richard Faika has released version 1.2 of his MOD file Player called "Elly". It is completely GEM embedded and should run on every Atari computer supporting DMA sound. And Remy Vanel has put out version 2.26 of his sound sample player "D2D". It runs on the Atari Falcon or under MagiC Mac, and will recognize TT Ram if available. Remy has also released version 0.90 of Mountain. This is video editing software that runs on all TOS computers using 68030 or higher CPU's. Version 2.07 of Aniplayer is available as share-

ware. Aniplayer handles multimedia animation files and movies on the ST.

Durs Locher has released the first version of Olympia. This software can control digital cameras via the serial ports of TOS computers. It is a modern GEM application with all the bells and whistles. It should work with Agfa, Epson, Sanyo, Nikon, Sierra Imaging and probably Toshiba cameras as they use similar communication protocols. Olympia has been successfully tested with the following cameras: Olympus SR83, Nikon E900, Epson SR82, SR86. Price is about 50 Euro. There are other innovations. Harald Becker has released GSExec, a script interpreter for GEM computers. This is a kind of computer language that creates programs to control other software. In a way it can customise programs or operate clusters of programs. Some text editors have this function. While script interpreters have been available on other platforms for some time, I am not aware of a stand-alone script interpreter for GEM computers.

Michael White bought the rights to Diamond Back and Diamond Edge from Oregon Research. He intended to update and improve this software. However Michael has found little time for the project, and after about 200 hours of coding he has given up. He would like to auction off the exclusive copyright and source code to Diamond Edge and Diamond Back including all the work that he has done to date. Most of the new developments for TOS computers take place in Germany or nearby, where there is still a modest market for Atari computers. If the fate of the Computer Dungeon is any indicator, the Atari market in North America is now very thin. One can sympathise with Michael White. I wonder if anyone will make a bid for his software.

This little ditty comes to us via the Ol' Hackers Newsletter May/June 1999. They got it from the February 1999 issue of (FR)ANTIC, the newsletter of the Alamo Area Atari User Association.

Two Digits For A Date

(The Y2K problem, set to the tune of Gilligan's Island)

Just sit right back and you'll hear a tale
Of the doom that is our fate.
That started when programmers used Two digits for a date.
Two digits for a date.

Main memory was smaller then;
Hard disks were smaller, too.
"Four digits are extravagant,
So let's get by with two.
So let's get by with two."

"This works through 1999,"
The programmers did say.
"Unless we rewrite before that
It will all go away.
It will all go away."

But management had not a clue;
"It works fine now, you bet!
A rewrite is a straight expense;
We won't do it just yet.
We won't do it just yet."

Now when 2000 rolls around
It all goes straight to hell
For zero's less than ninety-nine,
As anyone can tell.
As anyone can tell.

The mail won't bring your pension cheque
It won't be sent to you
When you're no longer sixty-eight,
But minus thirty-two.
But minus thirty-two.

Quick Fix For 1050 Drive!

by Rowland Grant

Steven Tucker has announced that the final beta versions of Ape '98 and Prosystem '98 are now available. Ape is a PC program running under Windows that makes the PC into a peripheral for an Atari 8-bit. Ape has more features than SIO2PC but has been reported to not be as reliable. Steven says that this version of Ape has excellent stability. Where SIO2PC provided 4 RAM disk drives on the PC, Ape will provide up to eight. It is possible to view the directories in disk images of disks with Sparta DOS or MyDOS formats. The PC printer port is one of the peripherals available to the Atari. However under Ape it can now print using any Windows printer driver and truetype fonts. Prosystem has been rewritten and includes batch support for up to four Atari disk drives. You can format or copy to all four disks at once. Ape and Prosystem are shareware.

Lance Ringquist is offering to put Atari Program Exchange classic games on cartridge if there is sufficient interest. Any cartridges produced will be sold through Video 61 and Atari Sales in Stacy Minnisota.

What with SIO2PC, Ape and Xformer, there are a number of disk image formats for Atari 8-bit disks. Jindrich Kubec of the Czech Republic has released his Acvt v1.00 utility. This makes it possible to interconvert ATR (SIO2PC images), XFD (Xformer images), DCM (Disk Communicator images) and SCP (SpartaDOS SCOPY images). Actv is for PC's and has been placed under the GNU Public License.

A couple of years ago, when I was making ATR files of part of our Bellcom collection for the POOL CD, a couple of my 1050 disk drives would work for an hour or so and then start giving error messages. Al-

lowed to rest for a time the drives began working again for another hour or so. The voltage regulator attached to the heat sink gets hot. I'm told that there is a compound that is supposed to help heat flow from the regulator chip to the heat sink. This dries up over a time and the regulator overheats. This provides the wrong voltage and drive failure. Of course the heat sink compound can be renewed. However I have heard that Pentium CPU cooling fans will fit into the 1050 case, and are very effective. The fans require 12 volts DC, but this is available from the power supply itself.

There is a new interface for connecting a PC keyboard to an Atari 8-bit.
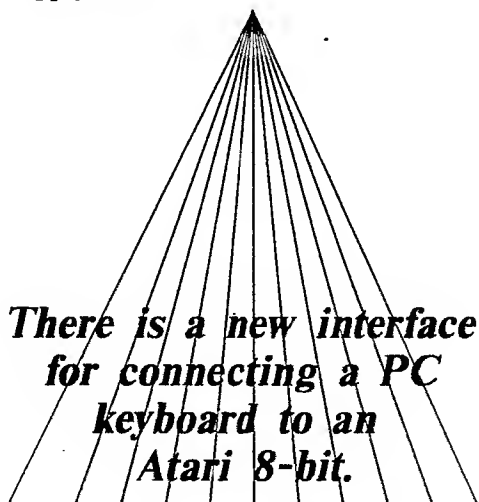
There is news of a new keyboard interface for connecting a PC keyboard to an Atari 8-bit. If the Pokey chip is socketed, the board requires four soldering points. One can instal a separate macro memory, and there is an output pin for switching between several operating systems or RAM disks from the keyboard. This keyboard interface seems to be available through Mac-Falkner in Germany.

Supplies of the Action! computing language seem to be exhausted. However Dean Garfaghty in U.K. is still in the 8-bit business. Dean carries the QUICK programming language which he maintains is an excellent alternative to Action!

Mathey Van Nisselroy in Holland reports that he is developing a new memory upgrade for Atari XL/XE computers. This upgrade uses one 30 pin SIMM of 1 MB. The upgrade is so arranged to give separate Antic and CPU access to the memory banks, as in XE computers. Also BASIC and OS RAM are still available. The upgrade takes lots of soldering unless one makes a circuit board. Mathey is willing to make up circuit boards if there is enough interest.

Ernest Schreurs reports that not only images of Atari disks can be stored using a PC, but images of Atari tapes as well. Using any tape drive attached to a card such as Sound Blaster in the PC, the digital beeps are recorded as sound in a .WAV file. Ernest has created PC software that converts this ,WAV file to a .CAS file that can be sent to an Atari 8-bit computer using a SIO2PC cable or an Ape system.

For those who are using 1050 drives and would like to have double density capabilities, Bob Kass reports that he still has US Doubler upgrade chips. They are available for $20, shipping included.

A couple of issues back I mentioned that Alan Sharkis is retiring as editor of Ol' Hackers. It seems that nobody is anxious to take his place. However to keep the things going, they have decided to put out four news disks a year, and each disk will be produced by a different editor, or at any rate, it will take four members to fill Alan's shoes. Alan is setting aside his 8-bit system because he needs the space and time for his home business which depends upon a PC system. The Ol' Hackers news letter disks all have some extra software hidden on them. I understand that they are being collected and will be archived as ATR files on a CD by another Atari club.

CyberLord One Sick Puppy!
by Rowland Grant

The May general meeting was to feature some ST games that Ted Skrecky had acquired for the library. However, Ted brought an old Supra hard drive (belonging to Cliff Bouvette). Ted had installed his favourite utilities on the Supra, and decided to demonstrate them as well. One of Ted's favourites is SUPERBOOT. This program runs first when you boot the ST. It allows you to select what files in the AUTO folder will be implemented, and in what order. Desk Accessories are also selected as are DESKTOP.INF and ASSIGN.SYS files. SUPERBOOT is useful for saving memory, since you can install only those AUTO programs and accessories that are needed for a particular task or setup. It can be customized with the SUPERBOOT construction set. SUPERBOOT 7.4 is on library disk 118. One of Ted's favourite AUTO programs is SILKMOUSE 3. This is a very smooth mouse accelerator. If you are using an Atari mouse you need SILKMOUSE. Another favourite is DC SHOWIT. This replaces the Atari text reader. It allows scrolling back and forth through the document using arrow keys or mouse buttons. Ted has installed TERRA DESK for his desktop. This is an excellent substitute for the standard Atari desktop with many new features. Finally Ted showed a couple of games. SCHOOLYARD SLAUGHTER by Sickworld Software is a shooting gallery game in which the moving targets are children. They run and dodge very quickly, Ted had difficulty hitting any. Sick alright! The other game was Battlezone. It involves worms fighting one another with a staggering array of weapons. The outcome is governed by strategy and chance factors. All the software demonstrated is PD or shareware in the Club library.

As the first Atari computers were created in 1979, the June meeting was dedicated to 20 years of Atari computers. The demonstration involved a few pieces of the early equipment: an Atari 800 computer attached to a 810 disk drive, attached to a 410 tape drive. It was the size of the parts that impressed everybody. looking at the 800, John Picken remarked that the gun turret was missing from that Sherman. The 800 is certainly well armoured, with its die cast shielding, and metal lined hatches. Also the keyboard is high quality and industrial strength. The massive 810 drive has a door that closes like a leg hold trap. Abandon hope all disks that enter here. The tape drive was much larger than it needed to be, probably to blend in with the other parts. Still, with its daisy chained smart components, the Atari computer system was well ahead of its time. The front hatch of the 800 was opened up to show two cartridge ports. The back cover was removed to show the three RAM cards totalling 48K. There was also a ROM card of 10K. Apparently Atari had originally planned on a computer with an upgradeable operating system. Compared to the hundreds of megabytes of RAM on tiny cards available today, the Atari 16K memory boards seem huge and weak, but they are similar to RAM boards found on CPM computers of the day. The 6502 processor can directly address 64K of memory. The 800's cards use 58K. Two K of memory is reserved for controlling the computer's hardware and the remaining 4K is unused on the 800.

The Atari 800 was connected to a Commodore 1702 colour monitor. A blue screen appeared with the text "memo pad". This occurs when no other input devices are attached. The memo pad is the editor in ROM. It allows you to type any message on the screen. The Atari 800 uses input from tape, disk and cartridge. Atari issued much of its software on cartridge.

These plugged into the cartridge ports under a hatch on the top of the computer. Usually they were 8K in size, but could be up to 16K. The cartridge ports allowed bank switching, and later cartridges could be 64K and more. A BASIC computing language cartridge was supplied with most Atari 800 computers. To use this cartridge, the hatch was opened. This act switched off the 800. The BASIC cartridge was then pushed into its socket. When the hatch closed, the 800 switched on, and BASIC ran. A FOR-Next loop was demonstrated.

Over the decade that the Atari 8-bit systems were produced, Atari released more programming and productivity software on cartridge. However the majority of Atari cartridges were video games. Most of these games required a joystick. There are four joystick ports on the front of the 800. Few games require four players however. The Atari game Centipede was demonstrated. The joystick ports will also handle analog paddles, light pens and many other devices.

If you turn on the 810 drive with the 800, the text "boot error" is displayed on the screen. The drive must have a disk containing software that can start and control the computer. DOS or the disk operating system is the most common for this purpose. Atari DOS 2 was demonstrated (with and without BASIC). DOS uses a menu prompt, which makes it fairly easy to learn and use.

Finally the 410 tape recorder was demonstrated. This requires BASIC or some special software to operate it. The first software issued by Atari was the Talk and Teach system cartridge. This controls the tape recorder and runs educational program tapes sup-

plied by Dorsett Educational Systems. The "Effective Writing" tutorial was demonstrated. The tape has digital information on one channel and analog voice on the other. The voice with a midwestern accent gave the lesson, which was accompanied by text on the screen. When a question was asked, the tape drive would pause until the correct number on a multiple choice list was keyed in. A wrong answer produced a beep. It is a well crafted tutorial. The general method of sound and sight together is an effective as a learning device. Also the interactive aspect forces the student's attention.

The demonstration was concluded with more game demonstrations. Cliff Bouvette, our 8-bit librarian, showed his skill with a trio of games. These were third party cartridges. The first was SHAMUS by Synapse, then Miner 2049er by Big Five and finally Gateway to Apshai by EPYX.

Bruce Funk brought an ancient IBM PS2 computer on which GEM had been installed. GEM was developed by Digital Research as a graphic interface for PC-DOS. It was later adapted to the ST. Apple claimed that Digital Research had violated its Macintosh copyrights and threatened legal action. Intimidated, Digital Research agreed to make

changes to GEM. This effectively ruined it. The windows could no longer be moved about on the screen or resized. The example of GEM on the PS2 was the ruined version. At the time of Apple's action against Digital research, Steve Jobs was being fired. Steve held the copyright to the Mac operating system jointly with Apple, and (the story goes) angry with Apple, he decided to release Atari from any claims concerning GEM. So Atari ST computer users have all the features of the original GEM and more. A few minutes with the PS2 was enough to convince anyone that had Atari been forced to use the PS2's version of GEM, the ST computers would have failed.

*The problems we're about to face
Are frightening, for sure.
And reading every line of code's
The only certain cure.
The only certain cure.*

(Key change; big finish)

*There's not much time,
There's too much code.
(And Cobol-coders, few)
When the century is finished with,
We may be finished too.
We may be finished too.*

*Eight thousand years from now I hope
That things weren't left too late.
And people are lamenting
Four digits for a date.
Four digits for a date.*

FOX TROT

FOX TROT

Panel 1: DAY TRADING STOCKS IS GOING TO MAKE US RICH, JASON. LET'S GET STARTED.

Panel 2: DID YOU WANT TO REVIEW THE FUNDAMENTALS FIRST, MAYBE?

Panel 3: I KNOW, I KNOW. BUY LOW, SELL HIGH... DON'T LEAVE OPEN POSITIONS OVERNIGHT... STAY CALM, DON'T PANIC...

Panel 4: I MEANT ABOUT HOW TO WORK MOM'S COMPUTER. (Beep) REFORMATING HARD DRIVE. STAY CALM... DON'T PANIC...

FOX TROT

Panel 1: I SET YOUR E-LYNCHiTY BROKERAGE ACCOUNT UP SO YOU CAN TRADE ON MARGIN. WHAT'S THAT MEAN?

Panel 2: IT MEANS YOU CAN BUY STOCKS GALORE WITH BORROWED MONEY AND AFTER THE STOCKS SHOOT UP, YOU POCKET THE PROFITS. IT'S FOOLPROOF! UNLESS THE STOCKS GO DOWN, THAT IS.

Panel 3: STOCKS CAN GO DOWN?

Panel 4: HELLO, E-LYNCHITY? IS THERE SOMEONE I COULD SPEAK WITH WHO WAS BORN BEFORE THE '90s? I'M TELLING YOU, DAD, STOCKS DON'T GO DOWN.
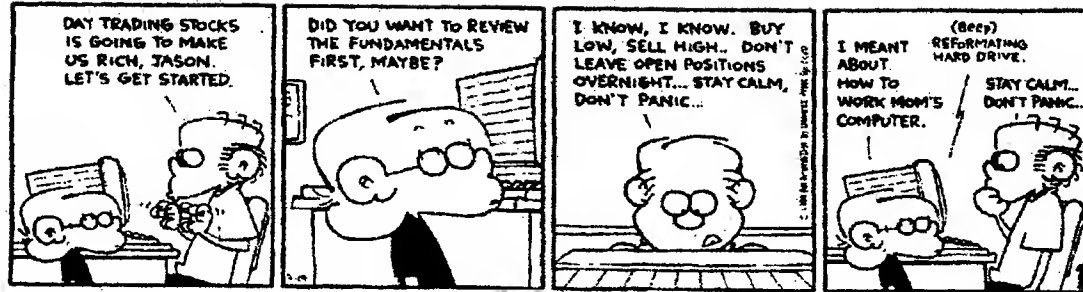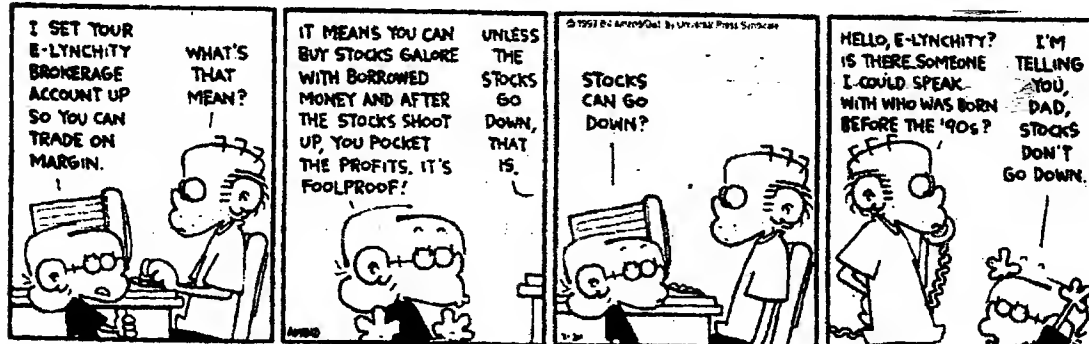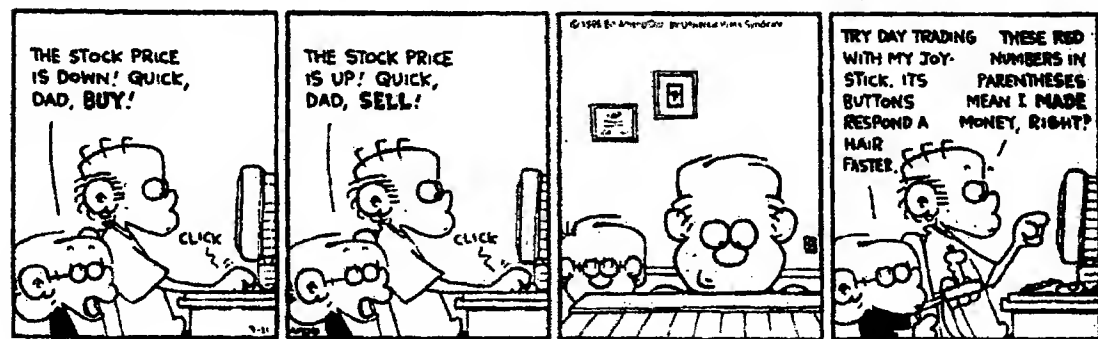
FOX TROT

Panel 1: THE STOCK PRICE IS DOWN! QUICK, DAD, BUY! CLICK

Panel 2: THE STOCK PRICE IS UP! QUICK, DAD, SELL! CLICK

Panel 3: (no dialogue)

Panel 4: TRY DAY TRADING WITH MY JOY-STICK. ITS BUTTONS RESPOND A HAIR FASTER. THESE RED NUMBERS IN PARENTHESES MEAN I MADE MONEY, RIGHT?

FOX TROT

Panel 1: I'M RICH!

Panel 2: I'M RUINED!

Panel 3: I'M RICH!

Panel 4: I'M RUINED!

Panel 5: I'M RICH!

Panel 6: I'M RUINED!

Panel 7: I'M A LITTLE SURPRISED DAY TRADERS ACTUALLY LAST A DAY. WHAT'S IT BEEN? 15 MINUTES?

FOX TROT

Panel 1: ROGER, I REALLY WISH YOU'D GIVE UP THIS SILLY DAY TRADING IDEA. ARE YOU KIDDING? I MADE $3,000 OFF STOCK OPTIONS IN MY FIRST HOUR!

Panel 2: ARE YOU SERIOUS?? I GUESS I SHOULD KEEP MY MOUTH SHUT, THEN.

Panel 3: (no dialogue)

Panel 4: I NOTICED YOU DIDN'T MENTION THE $11,000 YOU LOST IN THE SECOND HOUR. I PROBABLY SHOULDN'T MENTION THIS THIRD HOUR, EITHER.

GCACE Financial Report
June 1999

Income

Dues	
ST+/PD disk sales	
Coffee	
Donations	
Interest	
Total Income	**0.00**

Expenses

Newsletter printing	
Newsletter postage	
Other postage	
Room rental	21.40
Coffee expenses	
Office supplies	
Magazine subscriptions	
ST+ printing	
ST + royalties	
Service charge	
Total Expenses	**21.40**
Monthly cash flow	**-21.40**
Year-to-date cash flow	**75.04**
Bank Balance	980.50
Prepaid room rental	107.00
Coffee float	5.00
Net Worth	**1092.50**